

## REMARKS

Claims 1 to 15 were previously pending in this application. Claim 14 has been canceled without prejudice or disclaimer. Claims 1, 9, 10, 11, 12 and 13 have been amended. New Claims 16 to 40 have been added. The specification has been amended for clarity and readability. No new matter has been added.

A three month petition for Extension of Time to Respond to the Office Action and a Supplemental Information Disclosure Statement are submitted herewith. Checks in the amount of \$180.00 and \$1,682.00 are submitted herewith to cover the cost of the Extension, the Supplemental Information Disclosure Statement and the additional claims. Please charge Deposit Account No. 02-1818 for any insufficiency.

Claims 1 to 15 were rejected under 35 U.S.C. §103(a) as being obvious in view of U.S. Patent No. 5,931,467 to Kamille ("Kamille") and U.S. Patent No. 6,186,894 to Mayerhoff ("Mayerhoff").

In the personal interview courteously granted to Applicants' representatives, the Examiners and Applicants' representatives discussed the interpretation of Kamille with respect to Claim 1. Applicants' representatives proposed that Kamille does not disclose, teach or suggest the present invention, whereby the player receives credits for the selections while at the same time accumulating award symbols to potentially win a jackpot award. Kamille does not disclose, teach or suggest a bonus scheme that provides credits associated with the player's selections, award symbols associated with certain selections and a jackpot award provided based on the number of award symbols that the player accumulates. Additionally, Mayerhoff is cited merely to show that the number of chances in a secondary game can be based on the credits wagered in the primary game. Examiners indicated that amending Claim 1 (and other independent claims) in such a manner would further the prosecution of the present invention (See Interview Summary). In accordance with the language discussed during the interview and additionally as set forth below, the claims have been amended and new claims have been added which better define the invention.

Amended Claim 1 is directed to a gaming device having a bonus scheme. The bonus scheme includes a plurality of selections, a plurality of credit symbols associated with the selections, a plurality of award symbols associated with the selections, a winning combination of award symbols, a jackpot award associated with the winning

combination of award symbols, and a display device adapted to display the selections, credit symbols and award symbols to a player. The gaming device includes a processor which communicates with the display device and provides a number of credits to the player when the player chooses each of the selections having an associated credit symbol. Additionally, the processor provides a number of credits to the player when the player chooses at least one selection having an associated award symbol and accumulates the award symbols when the player chooses each selection having an associated award symbol. The processor provides the player the jackpot award when the accumulated award symbols reach said winning combination of award symbols. The prior art of record does not disclose, teach or suggest such a bonus scheme. Accordingly, amended Claim 1, and Claims 2 to 9 and new Claims 16 and 17 which depend therefrom are patentably distinguished over the art of record and are in condition for allowance.

Similarly, amended Claim 10 is directed to a method of operating a bonus round of a gaming device. The method includes triggering the bonus round, displaying a plurality of selections to a player, picking one of the selections and displaying a symbol associated with the picked selection. The method further includes providing the player an award and accumulating the symbol if the symbol associated with the picked selection is an award symbol, wherein at least one of the awards is associated with one of the award symbols. The method further includes providing the player an award if the symbol associated with the picked selection is a credit symbol, and providing the player a jackpot award if the accumulated award symbols reach a predetermined number of award symbols. This process of is repeated until a number selections are picked. The prior art of record does not disclose, teach or suggest such a bonus round. Accordingly, amended Claim 10, and Claims 11, 12, 13 and 15 and new Claims 18 and 19 which depend therefrom are patentably distinguished over the art of record and are in condition for allowance.

Similar to amended Claim 1, new Claim 20 is directed to a gaming device having a game which includes a plurality of selections, a plurality of credit symbols associated with a plurality of the selections, a plurality of award symbols associated with a plurality of the selections, a display device adapted to display the selections, credit symbols and award symbols to a player, and a processor in communication with the display device.

The processor provides the player with a number of picks of the selections. The processor also provides the player with an amount of credits for each pick of one of the selections having an associated credit symbol. The processor provides the player an amount of credits for at least one pick of one of the selections having an associated award symbol. The processor provides the player a jackpot award if the player selects a predetermined number of selections having associated award symbols with the player's number of picks of selections. The prior art of record does not disclose, teach or suggest such a game. Accordingly, independent new Claim 20 and new Claims 21 to 26 which depend therefrom are patentably distinguished over the art of record and are in condition for allowance.

New Claim 27 is directed to a gaming device having a plurality of selections, a plurality of credit symbols associated with a plurality of the selections, a plurality of award symbols associated with a plurality of the selections, a display device adapted to display the selections, credit symbols award symbols to a player, and a processor in communication with the display device. The processor provides the player with a number of picks of the selections, provides the player with an amount of credits for each pick of one of the selections having an associated credit symbol, and accumulates the award symbols for each pick of one of the selections having an associated award symbol. The processor also provides the player an award based on the number of accumulated award symbols associated with the selections picked by the player. The award non-linearly increases as the number of accumulated award symbols increases. The prior art of record does not disclose, teach or suggest such a game. Accordingly, new Claim 27 and new Claim 28 which depends therefrom are patentably distinguished over the art of record and are in condition for allowance.

Similar to Claim 27, new Claim 29 is directed to a method of operating a game of a gaming device. The method includes the steps of displaying a plurality of selections to a player, enabling the player to make a number of picks of said selections, displaying a symbol associated with each picked selection, accumulating the symbol if the symbol is an award symbol, and providing the player at least one credit if the symbol is a credit symbol. The method of Claim 29 also includes providing the player an additional award based on the number of accumulated award symbols. The additional award non-linearly increases as the number of accumulated award symbols increases. The prior

art of record does not disclose, teach or suggest such a game. Accordingly, new Claim 29 and new Claims 30 to 34 which depend therefrom are patentably distinguished over the art of record and are in condition for allowance.

Claim 35 is directed to a method of operating a game of a gaming device. The method includes displaying a plurality of selections to a player, enabling the player to make a number of picks of the selections and displaying a symbol associated with each picked selection. The method further includes providing the player at least one credit and accumulating the symbol if the symbol is an award symbol, providing the player at least one credit if the symbol is a credit symbol, and providing the player an additional award based on the accumulated number of award symbols. The prior art of record does not disclose, teach or suggest such a method of operating a game. Accordingly, independent Claim 35 is patentably distinguished over the art of record and is in condition for allowance.

New Claim 36 is directed to a gaming device including a plurality of selections, a plurality of credit symbols associated with a plurality of the selections, a plurality of award symbols associated with a plurality of the selections, a winning combination of award symbols, and a processor which provides a number of picks of the selections. At least one credit for each picked selection having an associated credit symbol. At least one credit is provided to the player for at least one picked selection having an associated selected award symbol. A jackpot award is provided to the player if, within the provided number of picks of the selections, the player picks the selections having associated award symbols which are the winning combination of award symbols. The prior art of record does not disclose, teach or suggest such a gaming device. Accordingly, independent Claim 36 and Claim 37 which depends therefrom are patentably distinguished over the art of record and are in condition for allowance.

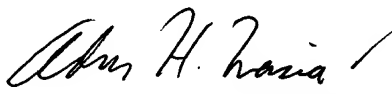
New Claim 38 is directed to a method of operating a bonus game of a gaming device which includes the steps of enabling a player to make a number of selections in the bonus game from a plurality of selections, providing credits to the player in response to a plurality of the picked selections, accumulating jackpot award symbols associated with the picked selections, and providing a jackpot award to the player if the player accumulates pre-determined jackpot award symbols. The bonus game is arranged such that odds of obtaining that the pre-determined award symbols is low enough such

that the jackpot award can be at least approximately \$1,000,000. The prior art of record does not disclose, teach or suggest such a gaming device. Accordingly, new Claim 38 and new Claims 39 and 40 which depend therefrom are patentably distinguished over the art of record and are in condition for allowance.

Attached hereto is a marked-up version of the amendments made to the specification. The attached page is captioned "Version with markings to show changes made."

An earnest endeavor has been made to place this application in condition for formal allowance and is courteously solicited. If the Examiner has any questions regarding this Response, Applicants respectfully request that the Examiner contact the Applicants' attorney, Adam Masia, at (312) 807-4284 to discuss this Response.

Respectfully submitted,

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## VERSION WITH MARKINGS TO SHOW CHANGES MADE

### In the specification:

The paragraph beginning at line 6 of page 4 has been amended as follows:

In a preferred embodiment the player chooses all of the symbols and then presses a selection confirmation indication to reveal the symbols. The bonus scheme of the present invention preferably determines the number of player picks or selections available to the player during the bonus round based on the player's wager in the primary round. If the player's wager is equal to or above a predetermined limit (preferably the maximum wager) the game provides the player with an appropriate number of selections in the bonus round which will provide ~~enable~~ the player an opportunity to win the large award or jackpot. If the player did not wager at or above the predetermined limit, the game does not provide the player with an appropriate number of selections necessary to win the large award or jackpot.

The paragraph beginning at line 9 of page 6 has been amended as follows:

Figs. 4A, 4B and 4C are schematic diagrams illustrating ~~top plan views of~~ one embodiment of the bonus scheme of the present invention;

The paragraph beginning at line 11 of page 6 has been amended as follows:

Figs. 5A, 5B, 5C and 5D are schematic diagrams illustrating ~~top plan views of~~ a first alternate embodiment of the bonus scheme of Figs. 4A through 4C;

The paragraph beginning at line 13 of page 6 has been amended as follows:

Figs. 6A and 6B are schematic diagrams illustrating ~~top plan views of~~ a second alternate embodiment of the bonus scheme of Figs. 4A through 4C;

The paragraph beginning at line 15 of page 6 has been amended as follows:

Fig. 7 is a schematic diagram ~~top plan view~~ of a third alternate embodiment of the bonus scheme of the present invention; and

The paragraph beginning at line 17 of page 6 has been amended as follows:

Fig. 8 is a front elevation ~~plan~~ view of a further alternative embodiment of the bonus scheme of the present invention.

The paragraph beginning at line 21 of page 9 has been amended as follows:

In one preferred embodiment, the display 32 is an LCD which is used to display images, symbols and other indicia including secondary games which represent a bonus game (a secondary game for which a bonus is awarded to the primary game). It should be appreciated that the display window 28 containing reels 30 and display 32 could be combined into one display so that the display 32 provides the reels 30 only in video or virtual form along with the images, symbols and other indicia of the gaming device 10 for both the primary and secondary games (best viewed in Fig. 1B). Furthermore, a plurality of smaller displays could combine to form display 32 and used with the present invention.

The paragraph beginning at line 9 of page 10 has been amended as follows:

At any time during the primary game, a player may "cash out" and thereby receive a number of coins corresponding to the number of remaining credits by pushing a cash out button 26. When the player "cashes out," the player receives the coins in a coin payout tray ~~36~~ 34. The gaming device 10 may employ other payout mechanisms such as credit slips redeemable by a cashier or electronically recordable cards which keep track of the player's credits.

The paragraph beginning at line 16 of page 10 has been amended as follows:

With respect to electronics, gaming device 10 preferably includes the electronic configuration generally illustrated in Fig. 2, including a processor 38, a memory device 40 for storing program code or other data, a display 32 or other display device (i.e., a liquid crystal display) and at least one input device such as play button 20. The processor 38 is preferably a microprocessor or microcontroller-based platform which is capable of displaying images, symbols and other indicia such as images of people, characters, places, things and faces of cards. The processor 38 also provides the interaction between the images, symbols and other indicia, generally in cartoon form. The memory device 40 can include random access memory (RAM) 42 for storing event data or other data generated or used during a particular game. The memory device 40 can also include read only memory (ROM) 44 for storing program code which controls the gaming device 10 so that it plays a particular game in accordance with an applicable game scheme and any applicable pay tables.

The paragraph beginning at line 9 of page 11 has been amended as follows:

The player preferably uses input devices 33 (comprising play button 20 or arm 18) as illustrated in Fig. 2, to input signals into gaming device 10. Furthermore, it is anticipated that gaming device 10 could include a touch screen 46 and an associated touch screen controller 48 if the game requires input or a selection ~~402~~ by the player.

Touch screen 46 and touch screen controller 48 are connected to a video controller 50 and processor 38. A player can make decisions and input signals into the gaming device 10 by touching touch screen 46 at the appropriate places. As further illustrated in Fig. 2, the processor 38 can be connected to coin slot 12 or bill acceptor 14. The processor 38 can be programmed to require a player to deposit a certain amount of money in order to start the game.

The paragraph beginning at line 14 of page 13 has been amended as follows:

If a player achieves a bonus triggering or qualifying condition when playing the primary game, the game or gaming device 10 automatically begins or initiates the bonus round of the present invention as indicated by block 50 in Fig. 3A.

The paragraph beginning at line 3 of page 14 has been amended as follows:

The gaming device determines whether the player's wager or bet is above a preset or predetermined level as indicated by diamond 54. If the player's bet is above the predetermined or preset level, the game provides the player with a maximum number of player picks as indicated by block 56. If the player's bet in the primary game is below the preset level, the gaming scheme provides the player with a minimum number of player picks as indicated by block 58. In a preferred embodiment having fifty-four selections, if the player's bet is above the preset level, the gaming scheme provides the player with seven player picks, otherwise the player is provided with six picks. In this embodiment, to obtain the jackpot, a player must select seven award symbols as discussed below. Thus, in the preferred embodiment of the present invention, to have an opportunity to win the jackpot, the player must make a wager above the preset ~~present~~ limit to obtain a sufficient number of picks to win the large award.

The paragraph beginning at line 10 of page 18 has been amended as follows:

If the player did not select a modifier symbol, the game determines whether this is the player's last pick as indicated by diamond 86. If this is not the player's last pick, the game prompts the player to make the selection as indicated by block 60 and the game continues. If this is the player's last pick, the game terminates the bonus round as indicated by block 88. It is anticipated that one embodiment of the bonus rounds skips the decision indicated by diamond ~~80~~ 86. In that embodiment, if the player did not select the award or credit symbols, then the player could only have selected a modifier symbol and the game functionally provides the modifier.

The paragraph beginning at line 20 of page 18 has been amended as follows:

The bonus scheme of the present invention offers ~~offer players with~~ a heightened level of excitement to players because the player does not know what is hidden by each



selection and the player preferably has an opportunity to win a large jackpot such as \$1,000,000. When the player chooses a selection, the player is faced with several possible outcomes: (i) the player could earn credits; (ii) the player could select an award symbol which accumulates towards ~~accumulated for~~ the winning combination (and which preferably provides the player with additional credits); or (iii) could obtain a modifier symbol such as an extra pick or multiplier of the ~~players credits that the player earns earned~~ in the bonus round.

The paragraph beginning at line 18 of page 19 has been amended as follows:

In this embodiment, the selection display 100 exhibits a plurality of selections 102 (seven total selections are displayed), displaying the plurality of selections in a linear manner, that is the squares are set forth in a line as illustrated in Fig. 4A. It should be appreciated that other manners of displaying the selections 102 are contemplated, including displaying the plurality of selections 102 in a grid, a circle, a pyramid, etc.

The paragraph beginning at line 3 of page 20 has been amended as follows:

The purpose of the game is to provide the player with an opportunity to win a large award bonus. The game awards the player the large award bonus if the player selects the symbols 104 that make up the predetermined winning combination of symbols. The game determines the number of picks or selections available to the player based on the player's bet in the primary game. The game determines if the player met or exceeded the predetermined or preset limit (e.g., the maximum bet) in the primary round. If the player met or exceeded the predetermined limit, the game provides the player the maximum number of picks, if not, the game provides the player a minimum number of picks. For example, in one embodiment the game provides seven total selections 102 in a linear manner and includes four maximum picks (with three minimum picks) and a winning combination of three, twenty credit symbols. It should be appreciated that other manners of displaying the selections 102 (including displaying the plurality of selections 102 in a grid, a circle, a pyramid, etc.) and different combination of maximum and minimum picks (for example 6 maximum picks and 4 minimum picks) are contemplated. It should also be appreciated that different winning combinations (for example three 10 credit symbols 104 or other related symbols) are contemplated.

The paragraph beginning at line 1 of page 21 has been amended as follows:

In one embodiment, game 10 (see Fig. 1B) displays the seven selections 102 as illustrated in Figs. 4A through 4C. The game determines that the player exceeded the predetermined limit in the primary game, awards ~~awarding~~ the player with the maximum number of player picks 98 (i.e., 4) for the bonus game, and displays ~~displaying~~ that number of picks in the pick display 96 as illustrated in Fig. 4A.

The paragraph beginning at line 16 of page 21 has been amended as follows:

The winning combination for this embodiment is three, twenty credits symbols as provided previously. Since the player did not select the winning combination, the game does not provide the large award to the player. Rather, the game makes the current credits the final total, and awards the final total to the player, terminating the bonus game.

The paragraph beginning at line 21 of page 22 has been amended as follows:

The player makes another selection reducing the player picks to 0. This selection 102 reveals the symbol associated with such selection, here twenty credits as illustrated in Fig. 5D. It should be appreciated that the credit total does not increase by twenty (i.e., equal to the current selection), rather the total increases by two hundred due to the previously selected X10 modifier 106 although ~~in~~ the modifier may be applied in any suitable manner as desired by the implementor.

The Abstract beginning at line 1 of page 31 has been amended as follows:

The present invention relates to a gaming device having a multiple selection large award bonus scheme. The gaming device includes a plurality of selections, a plurality of credit symbols associated with said selections, a plurality of awards symbols associated with selections, a winning combination of award symbols and a display device connected to the controller and adapted to display the selections, credit symbols and award symbols. A player is awarded credits when the player selects a selection having an associated credit symbol. The player accumulates award symbols when the player selects a selection associated with an award symbol. The player wins a preferably large award when the player accumulates said winning combination of award symbols. Preferably, the number of player selections is determined based on the player's ~~players~~ wager in the primary game wherein the player obtains a specified number of player selections which are necessary to achieve the ~~their~~ winning combination and thereby win a large award or jackpot.

**In the Claims:**

1. (Amended) A gaming device having a bonus scheme comprising:  
~~a controller;~~  
a plurality of selections;  
a plurality of credit symbols associated with said selections;  
a plurality of award symbols associated with said selections;  
a winning combination of award symbols ; ~~and~~ and a jackpot award associated  
with said winning combination of award symbols;  
~~a display device connected to the controller and~~ a display device adapted to  
display the selections, credit symbols and award symbols to a player; and  
a processor which communicates with the display device, provides a number of  
credits to the player when the player chooses each of the selections;  
~~whereby a player is awarded credits when the player selects a selection having~~  
an associated credit symbol, ~~the player~~ accumulates the award symbols when the  
player ~~selects a selection associated with an award symbol and the player wins an~~  
~~award when the player accumulates~~ chooses each selection having an associated  
award symbol, provides a number of credits to the player when the player chooses each  
selection having an associated award symbol, and provides the player the jackpot  
award when the accumulated award symbols reach said winning combination of award  
symbols.

Please amend Claim 2 as follows:

2. (Amended) 2.— The gaming device of Claim 1, ~~wherein credits are~~  
~~associated with the award symbols and when a player selects an award symbol, the~~  
~~player receives the credits associated with said award symbol. wherein the processor~~  
provides the player at least one credit associated with each selection having an  
associated award symbol.

9. Please amend Claim 9 as follows:

9. (Amended) The gaming device of Claim 1, wherein the ~~winning~~  
~~combination includes a plurality of award symbols which are credit values. number of~~

credits provided to the player increases with each subsequent chooses selection having an associated award symbol.

40. Please amend Claim 10 as follows:

10. (Amended) A method of operating a bonus round of a gaming device, said method comprising the steps of:
- (a) triggering said bonus round;
  - (b) displaying a plurality of selections to a player;
  - (c) ~~selecting~~ picking one of ~~said the~~ selections;
  - (d) displaying a symbol associated with the picked selection;
  - (e) providing the player an award and accumulating the symbol if it the symbol associated with the picked selection is an award symbol;
  - (f) awarding providing the player an award if the player has accumulated symbol associated with the picked selection is a credit symbol;
  - (g) providing the player a jackpot award if the accumulated award symbols reach a predetermined number of award symbols; awarding the player credits associated with the symbol if the symbol is an award symbol; and
  - (h) repeating steps (c) through (g) ~~a plurality of times equal to a predetermined number of player selections.~~ until a number of selections are picked.

41. Please amend Claim 11 as follows:

11. (Amended) The method of Claim 10, which includes enabling the player to ~~select~~ pick the selections.

Please amend Claim 12 as follows:

12. (Amended) ~~42.~~ The method of Claim ~~40~~ 11, which includes determining ~~the~~ he number of player picks of selections based on the player's bet in a primary game ~~of said gaming device, which triggers the bonus round.~~

13. Please amend Claim 13 as follows:

13. (Amended) The method of Claim 12, ~~which includes awarding the player~~  
a wherein the number of picks of the selections is equal to or greater than the  
predetermined number of award symbols if the ~~player's bet is at least a preset level.~~  
player makes a minimum wager in a primary game which triggers the bonus round.

New Claims 16 to 40 have been added.